

## ABSTRACT

[Para 30] A method and location-based apparatus for performing activities and games in digitally rendered interactive, participatory and experiential, including three-dimensional and hologram environment. The method allows a user to communicate with dynamic photo-realistic formation of experiential environment in real-time and perform activities using the said location-based apparatus that is designed to record, transport and re-produce participatory and experiential environment and thus forming a human-technology interactivity with a specified environment over wireless communication network.